



Volume V, #19

## BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave  
When first we practice to deceive."

---Sir Walter Scott---



10 Jul 96

### AVALONCON BOUND!

Well, I didn't get a part in the local stage group's next play (had a good shot at the male lead until Martin Cohn, semiprofessional actor [and ex-BORISer], came in on the final night of auditions). As a result, ya'll get an extra week to plot and scheme. Wayne Morrison and I hope to see most of you there! Could use two more roomies too.

Both 1830 and 1835 ended this time. Congratulations to Paul Zieske and Mark Frueh respectively. My thanks to Mark Frueh for GM'ing the former. He's also volunteered to GM its replacement, probably another 1830. The 1835 could be replaced by another 1835, or perhaps 1870, or SILVERTON depending upon the demand and the druthers of the core players who are signed up for all three.

Signed for 1830 are Beck, Farrow, Fisher, Hanna, Ringhoffer, and Wordelmann with Zieske and Chinnery in reserve. These should vote on the optional 6-train. For 1835 we have the same worthies less Ringhoffer; these should vote on the three optional rules and the 4th: to play out the full cycle of ORs when the Bank goes bust (thus in the present game, play would have continued to OR 11.3 rather than stopping at OR 11.1). Signed for 1870 are the same worthies less Fisher and Beck, but adding Quist. We have space for only two of the three games, so state your preferences.

The Runestone Poll results are out and Boris took 3rd in the GM Poll and won the Most Improved GM award. Thanks to everyone who voted. Chris Hassler (of narrow MoV victory fame), I'm told, came in 1st.

### BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "All men die; few men really live."

--William Wallace

The *Bluesmobile* is an electronic 'sine featuring play of DIP and MACHIAVELLI published fortnightly. A subscription is free and there are immediate openings for the new MACH. E-mail blue@chal.idn.nl and tell him Boris sent you.

Jason Wilke is publishing *Cyber-Side*, another e-sine dealing in DIP, MACH and DIP variants. Again a sub is free. Contact him at wilkej@mail.uni-freiburg.de.

Marcel Carbonneau has resigned from his games for health reasons. We wish him a speedy recovery. Meanwhile Peter Boyum has assumed command of Crete in AVD CIV and Wayne Morrison is now the President of France in "Boris X". Ms Nar will attempt to guide Amber Rose off the board in MAGIC REALM. Get-well cards would surely be appreciated from all his former opponents and all of us.

### BOOS & KUDES

This month's Madame Boldue Press Excellence Award (and free issue) is split between John Butitta's LIFT-OFF! article and Wayne Morrison's 1x ad in DUNE.

This month's Ms Nar Super-Sunday Bomb is halfheartedly lobbed at Phil Naet for late arriving orders (Monday). He wasn't the latest, but his held up the largest game.

### PERSONAL COMMUNICATIONS HERE:

DEADLINE FOR MOST GAMES IS NOON (CDT) 11 AUG 96



# GERMANY ROUTED! Moscow Sacked!

Spring 1987

IX

1995X

ERRATA: Austria can build two due to an annihilation.

**CLEARWINE:** The age-old German nightmare of *Einkreisung* --encirclement-- has come all too true as seven Austro-Italian armies are bearing down on the German home centers. The retreating Russian army too can add to the Kaiser's woes as it will likely reclaim its German-held capital, STP, rather than risk further dislodgement and elimination in WAR where its presence could discomfit the Austrian assault. Britain remains secure behind her sturdy seawall and Gibraltar blockade, but must shudder at even the faintest prospect of a Russian F STP(nc).

## TROOP MOVEMENTS

Germany retreats A WAR otb. Austria builds A BUD & A TRI. Italy builds F ROM.

AUS (Wilson): A Sev-Mos, A Ukr S A Sev-Mos, F Gre H, A Kie-Den, [F Lyo-Wes], A Gal-Boh, A Vie S A Gal-Boh, A Bud-Gal, A Tri S ITA A Tri, A Pru S A War-Sil, A War-Sil;  
ENG (Zodda): [F Nar-Wes], F Mid S F Bre-Gas, [F Por-Spa(sc)], F Bre-Gas, F Eng C A Wal-Pic, A Wal-Pic;  
GER (J. Shacklett): F StP(sc)-Bot, F Ber-Bal, [A Bur H](u, r-??), A Par H(u), [A Boh-Tri](d), [A Sil-Pru], A Mun S A Boh-Tri;  
ITA (Fisher): A Tri S AUS A Gal-Boh, F Ion-Tun, F Tyn S F Ion-Tun, F Aeg-Ion, F Spa(sc) S AUS F Lyo-Wes, A Mar S A Gas-Bur, A Bel S A Gas-Bur, A Gas-Bur, F Rom-Tus;  
RUS (Meinick): [A Mos H](r-??).

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nou = not own unit, nao = unit not so ordered; nap = no such place; neu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

German A BUR is dislodged and must retreat otb or to RUH; German A SIL is dislodged and must retreat otb or to BER. Russian A MOS is dislodged and must retreat otb or to LVN, STP, or WAR.

Due next time are retreat, builds/tears, and orders for Fall 1987.

## EMBASSY BEAT

ROME: Foreign Minister Fisher, recently returned from consultations in Vienna, announced Italy will accept Austrian terms for peace in Europe and agrees to the new ruling coalition to be called the Austro-Hungarian Italian Alliance (plus it works out alphabetically, um, except Alliance is an A and should be up front but that would make a rather awkward title). In addition Italy agrees to spheres of influence where greater Italy will include the Iberian Peninsula, Mediterranean bordering countries (excepting Austria's TRI and ALB) including GRE and Turkey while Austria will rule the Balkans, Russia, Scandinavia, and France (excluding MAR). Should England accept these terms and withdraw her fleets to the British Isles they'll not be invaded and trade and peaceful relations will be established. I'm afraid the Germans stepped in it and will be lucky to keep BER and MUN (provided beer exports are maintained) and maintain the name Germany. (Germany does get the last laugh though as the Austrians speak German. Well, not all of them. I mean the Hungarians speak Hungarian, a guttural, evil-sounding tongue but they're allies so we won't speak ill of them, besides they'll be useful talking to the Romanians and Bulgars and those other strange peoples in southern Russia, etc.) Thus the Emperor of Italy calls on all Europe to lay down their arms, stop the bloodshed, kiss the Pope's ring, and bring peace to our suffering lands.

## CLASSIFIEDS

Tsy.





## TURKS REBOUND!! French Elect Morrison!



Fall 1902

1996G

**MINAS MOROUL:** While Austria and Russia squabble, Italy and a reinvigorated Turkey are moving in to pick up the pieces. The sudden election reversal in France has shown the electorate's disapproval of M. Carbonneau's foreign policies, but can M. Morrison patch things up with England in time to forestall the German shock troops massing on his eastern borders?

### TROOP MOVEMENTS

French A BUR retreated to GAS.

AUS (J. Shacklett): [F Tri-Ven](d), A Bud-Rum, A Ser S A Bud-Rum, A Vie-Tri;  
ENG (Fisher): A Swe H, F Bar S A Nwy-StP, [F Nth-Lon], A Nwy-StP;  
FRA (Morrison): A Gas-Bur, A Pic-Par, [F Eng-Lon], A Mar S A Gas-Bur, F Mid-Nat;  
GER (Boyum): A Hol S A Bel, A Bel S A Bur-Pic, F Den H, A Ber-Mun, A Ruh S A Bel, A Bur-Pic;  
ITA (Zodda): F Ion-Alb, F Apu-Adr, A Ven S A Tri-Tri, A Tri-Tri;  
RUS (Anderson): [A Rum-Bud](r-??), A War-Gal, F Sev-Arm, [F Bot-Swe];  
TUR (Gunar): A Gre S A Con-Bul, A Con-Bul, F Bla S A Con-Bul.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

Russian A RUM is dislodged and must retreat otb, or to SEV or UKR.

### SUPPLY CENTER CHART

AUS: Bud -Tri Vie Ser +Rum	(4) Build 1
ENG: Edi Lon Lpl Nwy+StP +Swe	(6) Build 2
FRA: Bre Mar Par Por Spa	(5) Even
GER: Ber Kle Mun Bel Den Hol	(6) Even
ITA: Nap Rom Ven Tun +Tri	(5) Build 1
RUS: Mos Sev -StP War	(3) Tear 1*
TUR: Ank Con Smy Bul +Gre	(5) Build 2

\* If Russia retreats A RUM otb, he will be EVEN.

Due next time are the retreat, builds/tears and orders for Spring 1903.

### EMBASSY BEAT

**CONSTANTINOPLE:** The Sultan says to the Russian Czar that the armies of Turkey must remain consolidated to achieve their designs. The generous peace offerings were taken deeply into consideration but the Sultan has come to the conclusion that not accepting these offers will benefit both Russia and Turkey in the long run.

**LONDON:** The Royal Navy announced that the Northern Fleet, stuck in ice floes in BAR will be resupplied overland by the Norwegian expeditionary army, who enjoy a surplus of tea, biscuits, and kippers.

### BORIS WORLD PRESS REVIEW

**Constantinople World Press:** The Turkish people have come together under a great religious leader known only to the west as the Mama-jama. The street brawls have come to an end and the country has responded to the call to arms.

**Paris Herald**--In order to protect the Capital the army sent to BEL has been recalled to defend Paris and throw back the German invader. It is assumed now that the English government is in alliance with the Hun and we must weaken both in order to survive the coming hostilities.

**The Times (London):** "Dust Up in Thames Mouth" Due to foggy conditions, a lost French fleet nearly collided with the English fleet returning from SWE. First Sea Lord Fisher credited alert English seamanship and superior maneuverability of English vessels with preventing an international incident when a confused French fleet tried to make a left into LON instead of a right to BEL while steaming up the Channel.

### CLASSIFIEDS

Death to the Papiat stooge!



Still only 4

X1

We await fresh meat.

1996??

Dan Gorham, Chuck Wilson, Wayne Morrison, and a reluctant Chuck Hanna are the only ones signed up. Hurry! Before Wormtongue gets settled and wants to draw more blood!



To Bid Or Not To Bid?  
It's Up To You!



Eight Epochs?

Well, there've been some complications. First we had seven signed-up. Then Marcel quit, so we had the perfect six. Then one player will only play if the Auction Rule is used, and it didn't pass. Then Kevin Wilson sent me rules for an Epoch VIII option that's too cool to not to offer.

The voting went thus (Y/N/A): Preservation of Culture 5-0-1, Fortresses 5-0-1, Persistence of Culture, Auction 3-3-0, US Navy 5-0-1, & 7-Player 4-1-1.

So, while waiting for a 6th, or a change of heart by either side on the Auction Option (which sounds like it would double the length of the game), I offer the Epoch VIII option for your vote and consideration. This is adapted from an article from *The Canadian Wargamers Journal* by Bruce McFarlane.

#### EIGHTH EPOCH VARIANT

##### THE POWERS:

Card #	Power	Units	Seas	Capital
1	Fascists	10	EMS, Nth, WMS	LRh
2	Imperial Japan	12	Pac+	Hon
3	Communists	20	none	NEP
4	Banana Republics	6	none	San
5	African Self-rule	8	none	EAF
6	NATO/NORAD	20	Atl+, Ind+, Pac+	GPI
7	OPEC	10	none	LTI

##### SPECIAL RULES:

Event cards: All Event cards must be played by Epoch VII (or lose them). In Epoch VIII, each player rolls a die twice and uses either of these results:

- 1 Fanaticism
- 2 Elite Troops
- 3 Leader
- 4 Guerilla Attacks -- Barbarians from two different barren lands
- 5 Air Assault -- player ignores any terrain or fort(ress) in any 5 lands he attacks
- 6 Nuclear Attack -- player may remove all counters from any one land.

Capitals: Whenever an Epoch VIII capital appears where a city or capital of a previous epoch is already in place, the older city/capital is removed and the Epoch VIII capital replaces it.

Madagascar: Mad and EAF are connected by a crossing arrow in Epoch VIII.

Victory Points: The Epoch VII VPs are:

Mid East:	4	N Africa	1	China	3
India	2	S Europe	2	N Europe	4
Eurasia	2	SE Asia	2	N America	3
S America	2	SS Africa	2	Nippon	2
Australia	1				



# DOWN WITH THE KING

## Baroness Mary Not Guilty!

Seduction Attempt in Progress

Turns 2/3



**Errata:** We're changing the PP reports. Thus far, we've listed total PP; henceforth, we'll list committed/uncommitted PP. Knight Michael has 26 PP.

### The Cast (in Turn 2 movement order):

Countess Ruth (#63, Anderson): 4/21 PP, 10 IP, 10C, #53(H)  
 Knight Michael (#15, Osborne): 4/22 PP, 6 IP, 12C, #36  
 Marquise Elisabeth (#62, Butitta): 3/22 PP, 16 IP, 12C, #65  
 Sir Richard (#14, MC, Shacklett): 7/28 PP, 9 IP, 11C, #41  
 Baroness Mary (#64, Farrow): 6/19 PP, 10 IP, 13C, #34 <at Hearing>

### The Cabinet:

Monarch: King George	Consort: <Vacant>
Navy: Sir James (#22)	High Minister: Lord Percival (#41 R)
State: Duke Marley (#44)	Army: Duke Roland (#42)
Trade: Earl Francis (#33)	Justice: Earl Duncan (#34 Ma)
Epain: Sir Drew (#11)	Besyzan: Earl Maxwell (#32)
Sandarkan: Sir Charles (#24)	Cronos: Knight Dale (#25)
City States: Sir Malcolm (#13)	Treasury: Lord Mortimer (#35)

ROYAL DEATHS: Queen Catherine, Alfred, Almyer, Phillip

### Turn 2 (cont)

- Political Problems: Monarch's support is 100.
- Crown Event: Intrigue, Baroness Mary accused of Wrongdoing. Goes to a Hearing (7-1 > 2) which sends her to Trial. 2nd Judge presides. Sir Michael plays "Informer" and Sir Richard plays "Alibi": (5-1-3-1 = 0 Found Not Guilty).
- Player Turns:
  - Countess Ruth: Play "Extra Activity" card. Draw a Loyalty chit (#16). Enlist both #12 & #16. Promote Ruth to Marquise (-4 IP). Consult Business Speculation Table (-3 IP), buying a +1 drm (-2 IP): 4+1 = 5 = Heavy Losses. Lose 5 PP and all IP (-1 drm). Discard Royal Alignment--Alfred.
  - Knight Michael: Recruit #51. Promote self to Earl (-3 IP). Consult Literary Table: 8+2 = 10 = Stylistic. Gain 2 IP (+2 drm).
  - Marquise Elisabeth: Recruit Archbishop (#55). Use "Any Activity" Opportunity Chit to have Baroness Melanie seduce Earl Duncan. See Note 1.
  - Baroness Mary: Has the Out, loses turn.
  - Sir Richard: Recruits #13 and Prince Alan. Consults Business Speculation Table (-3 IP), buying a +1 drm (-2 IP): 10+1 = 11 = Financial Coup +25 IP (+2 drm). Counsels Monarch--see Note 2.

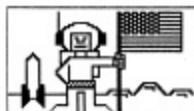
**Note 1:** Any player may foil the seduction by playing a "Treachery" or "Informer" card. If the seduction succeeds, Justice Minister Duncan will defect to Elisabeth's faction; marriage will be proposed and if accepted, a wedding held. Players may opt to attend the wedding and get a free roll on the Socializing Table.

**Note 2:** May only counsel the Monarch concerning intrigue, either recommending a new Ambassador to Besyzan or to accuse a player of Wrongdoing (Earl Duncan and 2nd Judge may modify the counseling roll).

### Turn 3

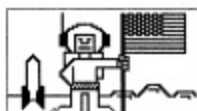
- Player order: Baroness Mary, Marquise Elisabeth, Sir Richard, Marquise Ruth, Earl Michael.
- Office phase: No vacancies (?).
- Political Problems: None
- Crown Event: One Political Problem--Natural Disaster (Minister of Trade).  
 You've drawn \_\_\_\_\_ Loyalty, \_\_\_\_\_ Opportunity, & \_\_\_\_\_ Event.

Baroness Mary (#64): 6/19 PP, 10 IP, 15C, #34  
 Marquise Elisabeth (#62): 10/15 PP, 16 IP, 14C, #65, #55  
 Sir Richard (#14, MC): 13/17 PP, 29 IP, 12C, #41, #13, Prince Alan  
 Marquise Ruth (#63): 6/14 PP, 0 IP, 10C, #53(H), #12, #16  
 Earl Michael (#15): 10/18 PP, 3 IP, 13C, #36, #51



# LIFTOFF! Gomez 1st in Space!

1958/59



## THE CAST:

Andorra (Dave Anderson)  
Duchy of Grand Fenwick (John Butitta)  
Republic of Texas (Andy York)  
Spain (Dan Farrow)  
Sweden (Al Bargender)

## Cash from '57

12 MB  
12 MB  
9 MB  
41 MB  
15 MB

## '58 Budget

70 MB  
65 MB  
65 MB  
65 MB  
63 MB

ERRATA: Texas will not launch this year.

## 1958

- All collect budget (see above).
- Draw Event card: (see last issue). Andorra repairs launch site (-15 MB). Texas reduces Spain's one-man capsule research to match its own (67% -> 45%).
- AND: Buy one stage Rocket (\*A\* -3 MB), one orbital Satellite (\*1\* -1 MB), initial astronaut (-18 MB, name?).  
DGF: Buy ten \*A\* (-15 MB), two \*1\* (-1 MB), and four \*a\* (-4 MB), 2nd Launch Facility (-30 MB).  
RoT: Buy one \*A\* (-3 MB), one \*a\* (-2 MB), one \*1\* (-1 MB), Astronaut Program & 2nd Astronaut (-18-2 MB <T. Osnaschek & Simmons>), 2nd Launch Facility (-30 MB).  
SPA: Buy one \*A\* (-3 MB), one \*a\* (-2 MB), Lunar Probe program \*3\* (-30 MB).  
SWE: Buy Interplanetary Satellite Program (\*2\* -24 MB).
- Conduct Research:  
AND: 8 dice on \*A\* (-16 MB, +31%) & 8 dice on \*a\* (-8 MB, +37%).  
DGF: 8 dice on \*A\* (-16 MB, +29%), 7 dice on \*a\* (-7 MB, +17%), 3 dice on \*1\* (-3 MB, +13%).  
RoT: 7 dice on \*A\* (-14 MB, +23%), 8 dice on \*a\* (-8 MB, +22%).  
SPA (+1 to each die): 8 dice on \*A\* (-16 MB, +29+8%), 8 dice on \*a\* (-8 MB, +31+8%), 8 dice on \*3\* (-32 MB, +26+8%).  
SWE: 1 die on \*1\*, (-1 MB, +3%), 8 dice on \*A\* (-16 MB, +16%), 8 dice on \*a\* (-8 MB, +27%), 8 dice on \*2\* (-24 MB, +34%).
- Declare Future Missions: Fenwick (2), Spain & Texas will launch in 1958.
- Andorra rushes its launch by three months (-3 MB & -3% to safety factors).
- Andorra launches an orbital satellite. Lift off: 38 < 85-3, Earth Orbital Burn: 43 < 95-3, Orbital Activities: 11 < 95-3). Success! Add 16 MB to budget & +1% to \*A\* & \*1\*.  
Fenwick launches an orbital satellite. Lift off: 75 < 83, Earth Orbital Burn: 26 < 94, Orbital Activities: 66 < 94). Success! Add 10 MB to budget & +1% to \*A\* & \*1\*.  
Spain launches a manned suborbital mission. Lift off: 02 < 85-3, Reentry: 64 < 80-3, Recovery: 31 < 80-3). Success! Astronaut Gomez is first in space. Add 24 MB to budget & +1% to \*A\* & \*a\*.

## 1959

- Andorra collects 96 MB, DGF collects 75 MB, RoT collects 69 MB, Spain collects 87 MB, Sweden collects 61 MB.
- Draw Event Card:  
AND: Budget +1 MB. Severe setback: pay 20 MB or lose 10% to capsule program.  
DGF: Budget -2 MB. Sabotage: pay for 10 MB or lose 10% next mission.  
RoT: Budget +3 MB. Engineering advance: all hardware 1/2 price in 1959.  
SPA: Budget +10 MB. R&D bonus: add +1 to all R&D dice.  
SWE: Budget +30 MB. Govt order: Land man on Moon within 3 years (before '63!).

Due next time will be your purchases, R&D expenditures, rush decision for 1959 and if you plan a launch (and what) for 1960. Since we're not playing optional/advanced rules Sweden must try to comply with government order.






















Country	From '58	'59 Budget	Cash '59	'60 Bud
Andorra	18 MB	97 MB	115 MB	97 MB
Fenwick	27 MB	75 MB	102 MB	77 MB
Texas	18 MB	69 MB	87 MB	72 MB
Spain	15 MB	87 MB	102 MB	97 MB
Sweden	5 MB	61 MB	66 MB	91 MB

## PRESS:

Duchess Gloriana XII looked on in dismay as the Grand Fenwick rocket produces a huge cloud of smoke and steam but doesn't lift off. Dr Konkints, the Duchy chief physicist and resident genius, standing in the Castle courtyard next to the Duchess, shakes his head. "I thought that bottle of Pinot Grand Fenwick - Cru looked a bit cloudy. We will use a newer

vintage for the next launch", he mutters. Duchess Gloriana turns to Count or of Mountjoy and asks him to send a mimeograph message to the people of Granada Fenwick assuring them the castle is not on fire and that the Duchy will try again next year to launch a rocket.

## LIFTOFF! Research and Development Worksheet

Program	Initial Cost	Unit Cost	Unit Weight	Max Payload	Initial Safety Factor	R&D Cost Per Dlg	Max R&D	Max Safety Factor	AND	OR	AND	OR	AND	OR	AND	OR
1 - Orbital Satellite 	6	1	300	n/a	40%	1	95%	98%	7	58	52	52	52	58	52	58
2 - Interplanetary Satellite 	34	4	600	n/a	40%	3	90%	93%	7	95	96	82	96	71	85	94
3 - Lunar Probe 	30	6	1200	n/a	40%	4	85%	88%	7	2	2	1	2	0		1
4 - Docking Module 	18	2	300	n/a	45%	n/a	n/a	100%	7							
A - One-Stage Rocket 	34	3	n/a	500	10%	2	85%	98%	7	61	74	54	83	66	80	60
B - Two-Stage Rocket 	60	12	n/a	1500	10%	4	90%	98%	7	2	8	1	1	1	2	2
C - Three-Stage Rocket 	84	18	n/a	3200	5%	6	95%	98%	7							
D - Liquid Fuel Strap-On 	12	3	n/a	1000	10%	2	85%	98%	7				10	10		
F - Kicker 	12	3	300	n/a	10%	1	95%	98%	7				1	1		
G - "Mega" Stage Rocket 	150	30	n/a	4800	5%	7	95%	98%	7							
EVA Suits 	18	n/a	n/a	n/a	30%	1	98%	98%	7							
a - One-Person Capsule 	18	2	500	n/a	10%	1	80%	95%	7	44	30	42	59	45	67	81
b - Two-Person Capsule 	34	6	700	n/a	10%	2	85%	98%	7	1	1	1	5	1	2	2
c - Three-Person Capsule 	34	12	1300	n/a	10%	5	90%	98%	7							
d - Two-Person Module 	30	8	1500	n/a	10%	2	90%	98%	7							
e - One-Person Module 	42	8	700	n/a	10%	4	90%	98%	7							
f - Three-Person Minishuttle 	60	30	1000	n/a	5%	7	95%	98%	7							
h - Four-Person Cap/Module 	90	30	4300	n/a	5%	7	90%	98%	7							
Photo Reconnaissance	n/a	n/a	n/a	n/a	65%	n/a	n/a	100%	7							
2nd Launch Facility 	30	n/a	n/a	n/a	n/a	n/a	n/a	n/a				y		y		
3rd Launch Facility 	30	n/a	n/a	n/a	n/a	n/a	n/a	n/a								
Astronaut & Training 	18	2	n/a	n/a	n/a	n/a	n/a	n/a	#	1				2	1	1
									#	0				0	0	1



## VENGEANCE IS MINE

The Train come to a crashing halt!  
OR 7.2



### PLAYER HOLDINGS:

John Butitta: 5-CPR(P) & 4-ERIE: \$61 (Priority Card)  
Paul Zieske: 6-B&M(P), 2-PRR, 2-B&O, 1-C&O & 1-CPR: \$41  
Chuck Hanna: 6-B&O(P), 2-NYC, 2-B&M & 1-C&O: \$293  
Michael Quist: 6-C&O(P), 1-B&O & 3-NYNH(P): \$264  
Wayne Morrison: 6-PRR(P), 2-C&O & 1-B&O: \$587  
Don Chinnery: 5-NYC(P) & 6-ERIE(P): \$241

### COMPANY STATUS:

Name	Trains	Value	Pool	I.O.	Par	Treas	Tokens
NYC	Diesel	D 120	3	---	---	\$ 2	1
B&M	1-5"	B 126	1	1	\$100	\$94	0
B&O	1-5"	D 120	0	---	---	\$90	0
PRR	---	D 110	2	---	---	\$170	2
CPR	---	D 100	1	3	\$90	\$390	3
C&O	1-5"	B 100	0	---	---	\$40	2
NYNH	---	A 100	0	7	\$100	---	2
ERIE	1-6"	A 90	0	---	---	\$85	2

### Operating Round #7.2 (Cont)

B&M - Upgrade E19 w/tile #63(ne), run train - D14-E19-G17-G19-H18 for \$200, payout \$20/share dividends! +\$120 Hanna, +\$40 Hanna & +\$20 B&M, stock moves to B 141, treasury = \$114

B&O - Upgrade G3 w/tile #25(sw), run train - I15-H10-H4-F4-F2 for \$200, payout \$20/share dividends! +\$120 Hanna, +\$40 Zieske, +\$20 Quist & +\$20 Morrison, stock moves to D 130, treasury = \$90

PRR - Upgrade H4 w/tile #15(e), in H2(ne), no train or run, stock falls to D 100, purchase 1-6" train for \$630 (treasury = \$170 + \$460 from Morrison holdings), treasury = \$0

CPR - Lay tile #8 in B12(e), place token in B16 for \$40, no train or run, stock falls to D 90, attempt to buy a diesel - (treasury = \$350, money holdings = \$61, sell 4- Erie for \$90/share and sell 3-CPR for \$90/share...brings a grand total of \$1041, however diesels cost \$1100), the CPR is dropped to O 70 and the Erie is dropped to E 67 --- thus John Butitta is declared bankrupt and the game is ended at this point.

### FINAL PLAYER HOLDINGS:

John Butitta: 2-CPR(P): \$0  
Paul Zieske: 6-B&M(P), 2-PRR, 2-B&O, 1-C&O & 1-CPR: \$57  
Chuck Hanna: 6-B&O(P), 2-NYC, 2-B&M & 1-C&O: \$453  
Michael Quist: 6-C&O(P), 1-B&O & 3-NYNH(P): \$284  
Wayne Morrison: 6-PRR(P), 2-C&O & 1-B&O: \$147  
Don Chinnery: 5-NYC(P) & 6-ERIE(P): \$241

### FINAL COMPANY STATUS:

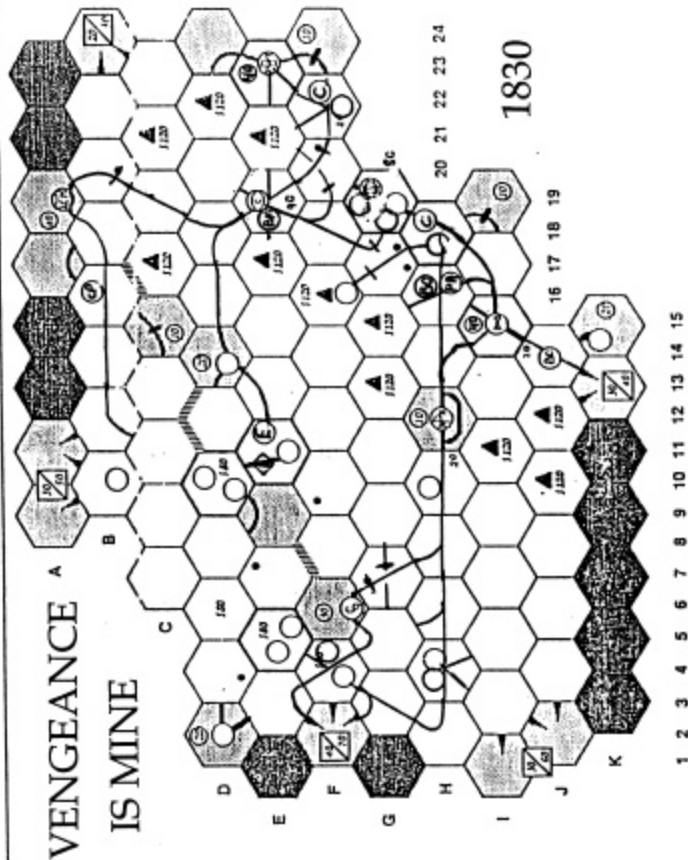
Name	Trains	Value	Pool	I.O.	Par	Treas	Tokens
B&M	1-5"	B 142	1	1	\$100	\$114	0
B&O	1-5"	D 130	0	---	---	\$90	0
NYC	Diesel	D 120	3	---	---	\$ 2	1
PRR	1-6"	D 100	2	---	---	\$ 0	2
C&O	1-5"	B 100	0	---	---	\$40	2
NYNH	---	A 100	0	7	\$100	---	2
CPR	---	G 70	4	3	\$90	\$ 0	2
ERIE	1-6"	E 67	4	---	---	\$85	2

Trains Available: DDDDD

### FINAL STANDINGS:

1st Place - Paul Zieske @ \$2,058  
2nd Place - Chuck Hanna @ \$1,857  
3rd Place - Michael Quist @ \$1,314  
4th Place - Don Chinnery @ \$1,243  
5th Place - Wayne Morrison @ \$1,077  
6th Place - John Butitta @ \$140







# 1835

The End Is Here!

Seite 11



**Achtung!** I can't find Don's orders. I have an e-mail from him that he sent them before 19 Jun (with the DC-1835 results?), but I don't recall seeing them. Got a postcard from him today (10 Jul) asking where my 1870 orders are (HINT: if you don't give me a deadline, don't be surprised if it takes months to get a reply). If he didn't send them, then PR & OL are NMR and Farrow wins. I'll keep looking. So, I assumed he went with the "No tile play, run, pay dividends" everyone else did.

## Spielerstichung: (Aktienlimit = 9, @ = at limit, \* = pair of 0.5 PR)

Farrow	941M, 5 BY(Dir), 8 MS** (Dir), 1 SX @
Butitta	706M, 6 SX(Dir), 0.5 PR, 3 OL @
Freuh	1959M, 10* BA(Dir), 2 PR @ <der Zug>
Chinnery	1264M, 5 PR # (Dir), 6** OL (Dir) @
Tsuk	1489M, 10* WT(Dir), 0.5 PR, 1 BY @
R. Fisher	1203M, 4 BY, 3 SX, 1 HE, 1 MS @
Zieske	1875M, 9* HE(Dir), 2 PR, 1 MS @

## Gesellschaftstichung:

Name	Value	Pool	I.O.	Cash	Trains	Tokens
BY	A348	0	0	15	4	O15, L14, J8, J6, (1)
SX	C236	0	0	103	4+	H18, H20, C11
BA	C170	0	0	315	3+	L8, H2
HE	A166a	0	0	395	3+, 4	J8, I3
WT	A166b	0	0	169	3+, 4	M9, E19
PR	D154	0	0	134	55, 5+	E19, H2, F14, G5, C11(2)
MS	C110	0	0	119	6	C13, E19
OL	E86	0	1	240	6	D6, C11

## Betriebsrunde 11.1:

BY: Run I3-J6-J8-L14 (180M). Pay (DF +90M, RF +72M, MT +18M). Price soars to A382.  
 SX: Run H16-H20-E21-B16-B14-B12-C11-E19 (280M). Pay (JB +156M, RF 78M, DF +26M); price rises to C282.  
 BA: Run J8-J4-I3-I1-H2-H4 (180M). Pay (MMF +180M); price goes to C190.  
 HE: Run L14N-J8-J4-I3-I1-KS (140M) & H2-I3-J6-J8 (160M). Pay (PZ +270M, RF +30M). Price goes to A186.  
 WT: Lay #28 in D20(w). Run C11-E19-H20-H22 (210M) & C11-B12-B14-B16-E19-C21 (190M). Pay (MT +400M); price goes to A186b. The Bank is exhausted.  
 PR: Run J8-J6-I3-H2-G3 (220), C11-E19-H16-H20-H22 (240), E19-B16-B14-B12-C11-F6-F4-G5-G3-H2 (240). Pay (DC +375M, MF +150M, PZ +150M, MT +38M, JB +38M). Price goes to D172.  
 MS: Run C11-E19-H20-I17-L14-J8 (270M). Pay (DF +218M, RF +27M, PZ +27M); price goes to C122.  
 OL: Run C11-G5-G3-H2-I3-J6 (280M). Pay (DC +188M, JB +84M); price goes to

Mark Fruch wins. Due next time are your endgame statements. Another game, or would 1870 or SILVERTON be preferred?

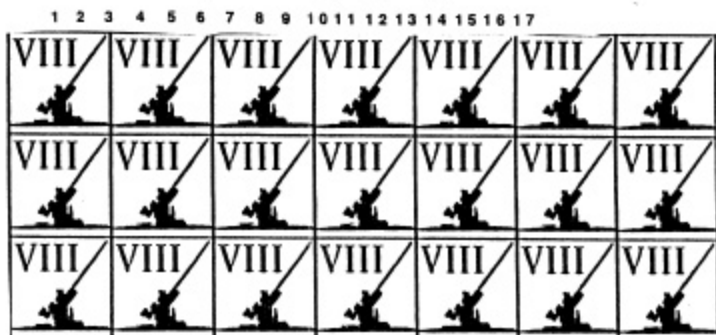
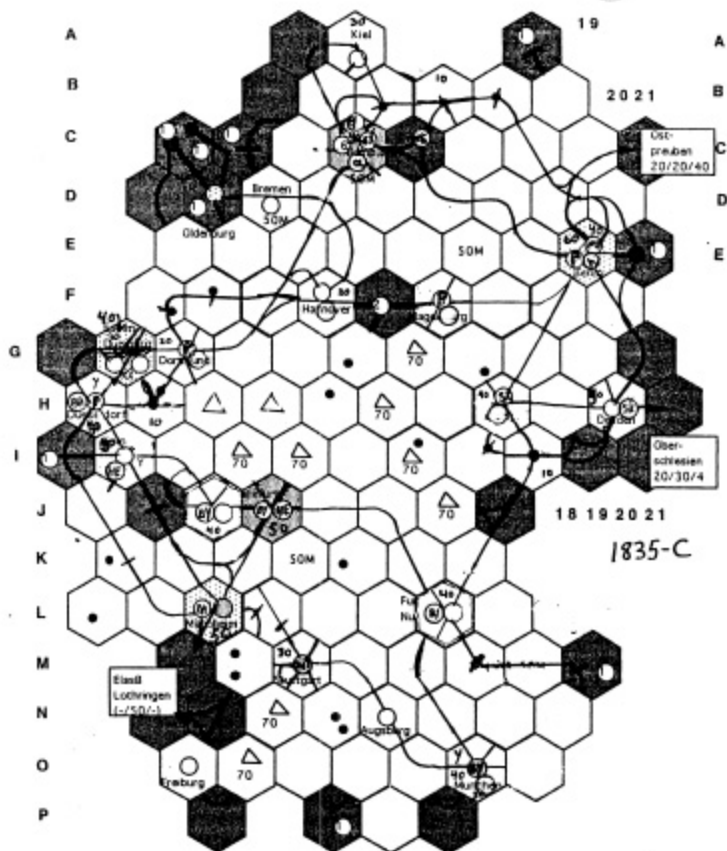
## Spielerstichung: (Aktienlimit = 9, @ = at limit, \* = pair of 0.5 PR)

Farrow	1273M, 5 BY(Dir), 8 MS** (Dir), 1 SX @	= 4421M
Butitta	934M, 6 SX(Dir), 0.5 PR, 3 OL @	= 2912M
Freuh	2289M, 10* BA(Dir), 2 PR @ <der Zug>	= 4533M
Chinnery	1807M, 5 PR # (Dir), 6** OL (Dir) @	= 3207M
Tsuk	1945M, 10* WT(Dir), 0.5 PR, 1 BY @	= 4273M
R. Fisher	1410M, 4 BY, 3 SX, 1 HE, 1 MS @	= 4032M
Zieske	2322M, 9* HE(Dir), 2 PR, 1 MS @	= 4462M

## Gesellschaftstichung:

Name	Value	Pool	I.O.	Cash	Trains	Tokens
BY	A382	0	0	15	4	O15, L14, J8, J6, (1)
SX	C282	0	0	103	4+	H18, H20, C11
BA	C190	0	0	315	3+	L8, H2
HE	A186a	0	0	395	3+, 4	J8, I3
WT	A186b	0	0	169	3+, 4	M9, E19
PR	D172	0	0	134	55, 5+	E19, H2, F14, G5, C11(2)
MS	C122	0	0	119	6	C13, E19
OL	E90	0	1	240	6	D6, C11

Verfügbare Züge: 6+6+6+6+.



1856

SR 1A



## INITIAL HOLDINGS:

Paul Zieske:	\$250
Don Chinnery:	\$250
Michael Quiet:	\$250
Wayne Morrison:	\$250
Bill Wordelmann:	\$250
Dan Farrow:	\$250

## Share Round 1

Zieske buys Floe Tramway for \$20.

Chinnery bids \$106 on Niagara Falls Suspension Bridge Co.

Quiet bids \$55 on Canada Co.

Morrison buys Waterloo &amp; Saugeen Railway Co for \$40; Quiet buys cc for

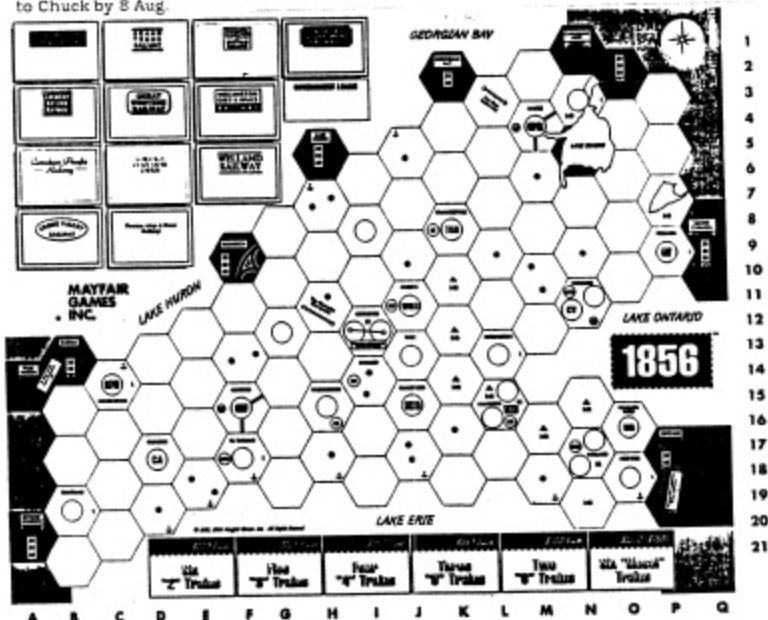
Wordelmann buys Great Lakes Shipping Co for \$70; Chinnery buys nfeb for \$106.

Farrow buys St. Clair Frontier Tunnel Co for \$100.

## PLAYER HOLDINGS:

Paul Zieske:	ft: \$230 <Priority>
Don Chinnery:	nfsb: \$144
Michael Quiet:	cc: \$195
Wayne Morrison:	w&s: \$210
Bill Wordelmann:	gle: \$180
Dan Farrow:	stft: \$150

**DUE NEXT:** Orders for SR1b. Keep in mind 1856's unusual rules for determining whether a company will operate in OR1. It would be wise to write orders which are conditional on which companies were started at what par prices before your turn. Your GM is Chuck Hanna, who accepts e-mail at [chh@nadn.navy.mil](mailto:chh@nadn.navy.mil) and USPS at the address in the back. (And sends e-mail under the unfortunate pseudonym "Prof C C Hanna.") Orders are due to Chuck by 8 Aug.





# MAGIC REALM

Marcel Resigns!  
Sylvan the Druid Arrives!  
EVENING 12 / DAY 13



## THE CAST:

Dave Anderson:  
John Butitta:  
Marcel Carbonneau:  
Don Chinnery:  
Dan Farrow:  
Dan Osborne:  
Debbie Osborne:

Bennie the Berserker  
Willie the Pilgrim  
Amber Rose the Amazon (resigned)  
Rasi the (optional) Wizard (deceased)  
Sinplomo the Sorcerer (aka Misty)  
Smaug of the Dark Helmet, a Black Knight  
Thorn of the Grotto, an Amazon (deceased)  
Sylvan the (optional) Druid

## EVENING 12

AT CV4: Willie casts "Small Blessing" using his MAGIC 14\* and WHITE 6\*: result 4.2 = Peace.

MONSTER ROLL = 6

## DAY 13

Willie @ CV4: R(14\*), R(16\*), SPX, SP(transform MAGIC 16\* to WHITE).

MONSTER ROLL = 3

Sylvan @ Inn: H(5.4 = y), MAV1, MAV4, MOW5. Reveal Ruins W. The wolves remain at OW5.

Amber Rose @ Cr1: H(5.3 = y), M Cr6, M Cr6, M Cr3, M Cr3. Reveal Dank M, Lost Castle 1, Cairns 5, Flutter 2, Patter 2, Patter 5, Roar 6.

Smaug @ Co4: H(2.2 = y), M Cl2. Reveal Ruins M, Slither 3.

Bennie & Rabul @ CV2: H(5.1 = y), H, M Cr2, M Cr2.

Sinplomo @ HP3: S(Loc 5.4 = Nothing), S(Loc 2.1 = Passages & Clues). Reveal Ruins C, Lost City 3, Lair 3, Vault 3, Howl 4, Shrine 4, Slither 6. A six-pack of spear goblins appears at HP3 and a six-pack of sword goblins appear at HP4.

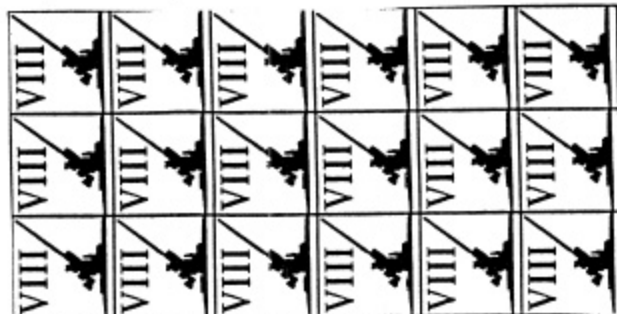
**COMBAT:** Sylvan could attack the six-pack of wolves at OW5, Smaug the T dragon at Cl2, Bennie the two H flying dragons at Cr2, and Sinplomo the six-pack of spear-goblins at HP3. Only Bennie would stand much of a chance.

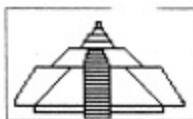
Due next time are orders for Evening 13 and Day 14 when GREY magic is everywhere. Ma Nar is shepherding Amber Rose off board.

**DEAD PILE:** The Patrol, Ralph and Roger, Ponies BHQ & B2-B5, H dragon.

## BOARD NOTES:

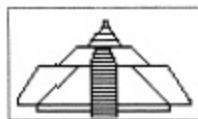
Nut Woods, Cliff, and Caves are enchanted. A bat is at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There is a six-pack of wolves at OW5. There is a giant at Le4 and Cr6. There are two H trolls & the Altar at Ru1. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Ce6; a T Troll is at Ce3; the octopus is at Co4 with a short sword, helmet, and breastplate. There are two HF dragons at Cr2, a T dragon at Cl2, and the TP Dragon at the Hoard at BL6. The Small Campfire & the Bashkara are at NW5. Cr5 has a T spider, two H spiders, and the Cairns. A six-pack of spear-goblins are at HP3 and the six-pack of sword-goblins are at HP4.





# ADY CIVILIZATION

Turns 6.4-6.9



## THE CAST:

ILLYRIA (Morrison): 2500 BC, 39T, 2t, 1C  
 THRACE (Zieake): 2500 BC, 39T  
 ASSYRIA (Deb Osborne): 2500 BC, 36T, 4t, 2C  
 BABYLONIA (Anderson): 3000 BC, 35T, 4t, 2C  
 AFRICA (Naet): 3000 BC, 29T, 2t, 1C  
 IBERIA (Farrow): 2500 BC, 26T, 1C, 4t, 3C  
 CRETE (Boyum): 3000 BC, 23T, 1S, 2t, 1C  
 EGYPT (Ringhoffer): 4000 BC, 22T, 1C, 4t, 2C

## TURN 6 (continued):

4. **BOAT BUILDING:** Ilyria uses 2t to build boat at Rubicon. Assyria pays 4t for boats in Bithynia & Lycia. Thrace saccs 2T in Danube for a boat. Africa spends 1t to maintain boat in Palermo. Iberia uses 1t to maintain boat in Milazzo and 2t to build boat in Corduba. Crete spends 1T & 1t to build boat in Athens and spends 1t to maintain ship in Knossus.

## 5. MOVEMENT:

- IL: 1S Rubicon-Samnum-Tarentum-Campania-Neopolis, 3T Rubicon(s)-Neopolis, 1T Tarentum(s)-Neopolis, 1T Pannonia-Rubicon, 1T Pannonia-Cisalpinia, 1T Rhine-Rhaetia, 1T Illyricum-Paeonia, 1T Illyricum-Appolonia, 1T Dacia-Germany, 1T Germany-Pannonia, 3T Germany-L Germany, 5T L Germany-Belgica, 1T Upper Germany-Belgica.
- TH: 2T Macedonia-Thessalonica, 3T Thrace-Thessalonica, 1T Peonia-Thrace, 1T Peonia-Moesia, 1S Danube-Tyrrae-Moesia-Byzantium-Troy, 2T Tyrrae(s)-Troy, 3T Moesia(s)-Troy, 2T Ionia-Sardes.
- AS: 2T L Armenia-Nineveh, 1T Armenia-Caucasus, 1T Armenia-L Armenia, 2T Cappadocia-Armenia, 2T Mikop-Nalchik, 1T Mikop-Cappadocia, 1T Lycia-Miletus, 1S Lycia-Galatia-Salamia-Cyprus, 1T Lycia(s)-Salamia, 2T Galatia(s)-Cyprus, 1S, 2T Bithynia-Phrygia-Sinope, 1T Galatia-Lycia, 2T Sinope-Van, 2T Sinope-Kanesh, 2T Van-Kanesh, 2T Van-Cilicia, 2T Cilicia-Kanesh, 2T Cilicia-Antioch, 1T Cilicia-Galatia.
- BA: 2T Babylon-Susa, 4T Ur-Susa(imp), 4T Sumeria-Mari, 3T Damascus-Tyre, 1T Phoenicia-Sidon, 2T Phoenicia-Damascus, 3T Syria-Damascus, 1T Jericho-Jerusalem, 1T Arabia-Midian, 2T Charex-Sumeria, 1T Petra-Jerusalem.
- AF: 1S Palermo-Carthage-Palermo, 2T Carthage(s)-Palermo, 1T Libya-Cyrene, 1T Libya-Jalo, 2T Numidia-Cirta, 1T Tunisia-Sahara, 1T Tunisia-Sabrata, 1T Thapsus-Sabrata.
- IB: 2T Belgica-Aquitania, 1T Aquitania-Pyrenees, 1T Aquitania-Tarraconensis, 1T Gaul-Rhaetia, 2T Etruria-Maessilia, 1T Hispania-Iberus, 1T Baetica-Lusitania, 1S Corduba-W Mauritania-E Mauritania-W Mauritania-Corduba, 1T Corduba(s)-W Mauretania, 1T Corduba(s)-E Mauretania, 1S Milazzo-Campania-Tarentum-Campania-Milazzo, 3T Milazzo(s)-Tarentum, 3T Campania-Tarentum.
- CR: 1S Athens-Chelcia-Athens-Argos-Phaestos, 2T Athens(s)-Chelcia, 1T Athens(s)-Phaestos, 1S Knossus-Rhodes-Lycia-Cyprus-Lycia, 4T Knossus(s)-Rhodes, 1T Knossus(s)-Cyprus, 4T Corinth-Sparta, 2T Thessaly-Delphi, 1T Epirus-Macedonia.
- EG: 2T Cyrenaica-Cyrene, 2T W Desert-Cyrenaica, 1T Fayum-Siwa, 1T Fayum-W Desert, 2T Sinai-Jerusalem, 1T Tanis-Gaza, 1T Desert-Sinai, 1T Ptolemais-Buhen, 1T Fayum-Memphis, 1T U Egypt-Buhen.
6. **CONFLICT:** Belgica (-2 IB, -1 IL), Cyrenaica (-1 AF, -1 EG), Cyrene (-2 EG, -1 AF), Jerusalem (-1 EG, -1 BA), Rhaetia (-1 IB, -1 IL), Tarentum (-1 IL).
7. **CITY CONSTRUCTION:** Ilyria builds Neopolis. Thrace builds in Thessalonica, Troy, Sardes. Assyria builds Kanesh & Nineveh. Babylon builds Damascus & Carrhae. Africa builds Palermo. Iberia builds Tarentum. Crete builds Rhodes and Sparta. Egypt builds Buhen.
8. **REMOVE SURPLUS POP:** Ilyria removes 2T in Belgica & Paeonia. Thrace removes 4T in Thessalonica and 3T in Troy. Assyria removes 1T at Cappadocia, Miletus, and Nalchik. Babylon removes 1T in Ur. Africa removes 2T at Cyrene.
9. **TRADE:** Africa, Egypt & Ilyria receive 2 cards. Iberia receives 3 cards, exhausting the "I" deck. Thrace & Crete receive 2 cards. Assyria & Babylon receive 3 cards. You have:

We halt here for three reasons:

- 1) Several nations have enough cards to be able to trade.
- 2) There is a possibility of a Calamity.
- 3) Assyria, Babylon, and Ilyria won't have the tokens to fully populate.

Due next time are your trading orders (what you want and what you'll give up for it), what city gets the volcano/earthquake if given the option, which cities get reduced if you can't trade "Treachery", what city you want if you can, any CIV card purchases, where you will populate (a priority list recommended), ships, movement, etc.

# PRESS:

Africa-Egypt: Western Desert and Siwa -- Egyptian, Cyrenaica and Jalo -- African. Will allow one turn to comply.

## ADVANCED CIVILIZATION Conference Map TURN 6.9



### START AREA INFORMATION:

Egypt	Western Desert	Siwa	Cyrenaica	Jalo	African
Icon:	Icon:	Icon:	Icon:	Icon:	Icon:
Icon:	Icon:	Icon:	Icon:	Icon:	Icon:



# DUNE

## Harkonnen Robs Guild!



TURN 2/3

### THE CAST

ATREIDES (Fisher): 4S, 1C, 6T @ Arrakeen, 6T @ Oh Gap.  
 EMPEROR (Deb Osborne): 13S, 4C, 19T @ Habbanya Ridge Sitch.  
 FREMEN (Anderson): 2S, 2C, 5T @ Sitch Tabr, 4T @ False Wall South, 4T @ Funeral Plain.  
 GUILD (Wilson): 29S, 3C, 6T @ Tuck's Sitch, 5T @ South Mesa(s5).  
 HARKONNEN (Bryden): 8S, 8C, 6L, 3T @ Carthag, 6T @ Oh Gap.  
 IX (Morrison): 8S, 4C, 5T @ Polar Sink.  
 TANKS: 4A, 1E, 2H: Lady J.

### TURN 2

7. **COMBAT:** Before combat, Harkonnen plays a "Karama" card, and swaps three cards from his hand for the Guild's hand! G gets \_\_\_\_\_, \_\_\_\_\_, &

Harkonnen (6T) vs Atreides (6T, @) at Oh Gap. A divines that H will play no defense. A plays Gurney Halleck (4), "Maula Pistol", 4S, and dials 4; H plays Beast Raban (4), 5S, "Stunner" and dials 3. Both leaders are killed, but A wins 4:3 and earns his KH. A collects 8S for Halleck and Raban.

8. **SPICE COLLECTION:** F collects 6S at Funeral Plain. A collects 2S for Arrakeen and 6S from Oh Gap; H collects 2S for Carthag. G collects 10S at South Mesa and 1S for Tuck's Sitch. I collects 10S.

### TURN 3

1. The **STORM** moves from Sector 13 to Sector 17. The Fremmen lose 2T in Funeral Plain and Habbanya Ridge Sitch is under storm. The next Storm Chit is \_\_\_\_\_.  
 2. **SPICE BLOW:** Rock Outcroppings(6) and Red Chasm(8). Top card is \_\_\_\_\_.  
 3. **BIDDING:** There are 3 cards available. They are \_\_\_\_\_, \_\_\_\_\_, &

Due next time are orders for any voluntary actions from Turn 3 Bidding to Turn 4 Spice Blow. We will stop for Combat.

ATREIDES (Fisher): KH, 16S, 1C, 6T @ Arrakeen, 2T @ Oh Gap.  
 EMPEROR (Deb Osborne): 13S, 4C, 19T @ Habbanya Ridge Sitch.  
 FREMEN (Anderson): 8S, 2C, 5T @ Sitch Tabr, 4T @ False Wall South, 2T @ Funeral Plain.  
 GUILD (Wilson): 40S, 3C, 6T @ Tuck's Sitch, 5T @ South Mesa(s5).  
 HARKONNEN (Bryden): 7S, 6C, 5L, 3T @ Carthag.  
 IX (Morrison): 18S, 4C, 5T @ Polar Sink.  
 TANKS: 8A, 1E, 8H: Lady J, B Raban, G Halleck.

**LEGEND:** \* = starred token, (@) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, I = ix, KH = Kwitsach Haderach, L = leaders, S = spice, s# = sector #, T = token.

### PRESS:

Sever that enemy head with out getting your tunic stained! Buy the latest in automated death machines from your ix dealer located near you. Dial 1-800- War-Roid for the last word (secret of course) in machine weaponry.

House Harkonnen to Emperor, Fremmen and ix: Please HELP. Carthag is in danger from the A-G alliance!

---

## STELLAR CONQUEST

JAMES T KIRK--Due next time are Turn 12 production and orders for Turns 13-16. Your results follow:





# BRITANNIA

Turn 4/5  
260-410 AD



## The Cast:

PURPLE: Paul Zieske  
GREEN: Peter Boyum

BLUE: Shawn Beck  
RED: David Anderson

## The Board:

ROMANS: 2A & F @ Bernicia: 1A & F @ Cheshire, Essex, Kent, Lothian, Norfolk, Suffolk, Sussex: 1A @ Hwicce: F @ Alban, Avalon, Cumbria, Downlands, Dunedin, Lindsey, March, N Mercia, S Mercia.

WELSH (2): 2A @ Powys: 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent & Gwynedd.

BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.

PICTS (0.5): 2A @ Dalraida: 1A @ Caithness, Mar, Moray, Skye.

CALEDONIANS (1): 2A @ Hebrides: 1A @ Orkney

IRISH: 2R @ Atlantic

SCOTS: 1R @ Irish

JUTES: 2R @ Channel

SAXONS: 3R @ Channel

ANGLES: 3R @ Frisian

Score: Purple 28, Blue 6, Green 4, Red 3.

## Turn 4 (cont)

WELSH (2): Grow 6 pp. Add 1A @ Dyfed & Gwynedd. Hold.

BRIGANTES (0): Romans allow growth of 2. Hold.

PICTS (1): Grow 2.5 pp: add 1A @ Dalraida. 2A Dalraida-Dunedin (3,3:4; 5,3:3; 6,5:6 Brig.F)

CALEDONIANS (0): Grow 1. Hold.

IRISH: 2A @ Atlantic-Cornwall (5,2:6; 5:2; 2:1; 5:4; 4:2; 6:1 -1Ir, -1Wel)

SCOTS: 1R @ Irish-Gwynedd (3,6:1 -1 Scot)

JUTES: 2R @ Channel-Wessex-Avalon (6,2:4 -1F +3 VP)

SAXONS: 1A @ Channel-Wessex, 2A Channel-Downlands (6,5:3 -1F +3 VP).

ANGLES: 2R Frisian-N Mercia (5,3:6 -1R, 1F +3 VP). 1R Frisian-March (6:1 -1F +3 VP)

End of Turn 4 VP are: Purple: 0; Blue: Picts (6); Green: Caledonians (4), Welsh (7); Red: Saxons (2).

Score: Purple 28, Blue 18, Green 18, Red 8.

## Turn 5

ROMANS: 1A Bernicia-S Mercia, 1A Bernicia-Cheshire, 1A Cheshire-Suffolk, 1A Suffolk-Essex, 1A Lothian-N Mercia, 1A Hwicce-March.

Score: Purple 28, Blue 18, Green 18, Red 8.

## The Board:

ROMANS: 2A & F @ Essex: 1A & F @ Cheshire, Kent, Norfolk, S Mercia, Suffolk, Sussex: 1A @ March, N Mercia: F @ Alban, Bernicia, Cumbria, Dunedin, Lindsey, Lothian.

WELSH (2): 2A @ Dyfed, Gwynedd, Powys: 1A @ Clwyd, Devon, Gwent.

BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.

PICTS (0.5): 2A @ Dalraida: 1A @ Caithness, Mar, Moray, Skye.

CALEDONIANS (1): 2A @ Hebrides: 1A @ Orkney

IRISH (0): 1R @ Atlantic, 1A @ Cornwall.

SCOTS: 1R @ Irish

JUTES: 4R @ Channel

SAXONS (0): 3R @ Channel, 2A @ Downlands, 1A @ Wessex.

ANGLES: 5R @ Frisian

Due next time are orders for the rest of Turn 5 and the Roman Turn 6. Brigante may not grow in Turn 5.

LEGEND: A = army, L = leader, R = raider, (#) = population points, r-??? = retreats to ???.  
£ = attacking/attacked by Legion.

# ON DECK

Who's Signed Up for What

(ADVANCED) CIVILIZATION: Narhi, Bryden.

BRITANNIA: Morrison.

CIRCUS IMPERIUM: Nast

CIRCUS MAXIMUS: Zieske, Nast, Fisher, Narhi

COLONIAL DIPLOMACY: Boyum, Zodda, Anderson, Fisher, Wilson(2b); need 2 or 3 more.

CONQUISTADOR: Farrow, York; need 2 more.

DIPLOMACY: Gorham, Wilson, Hanna(7th).

DUNE: Narhi

1830: Beck, Farrow, Fisher, Hanna, Ringhoffer, Wordelmann, Zieske, Chinnery.  
Variant: Zieske, Chinnery

1835: Beck, Farrow, Zieske, Hanna (7th), Fisher, Wordelmann, Chinnery

1870: Farrow, Hanna, Quiet, Wordelmann, Zieske, Chinnery.

GUNSLINGER: Farrow; need 5 to 6 more.

HISTORY OF THE WORLD: Farrow, Zieske, Wilson(1b), Morrison, Anderson, Deb Osborne.

KREMLIN: Zodda, Anderson, Fisher; need 3 more.

MAGIC REALM: Chinnery

MAHARAJAH: Beck, Morrison, Anderson, Dan Osborne, Wilson. Just need room.

MERCHANT OF VENUS: Chinnery, Deb Osborne (need 4 more)

RAIL BARON: Chinnery, Deb Osborne

SILVERTON: Morrison, Zieske, Hardy(?), Chinnery; need 2 to 3 more.

SUMMIT: Bargender; need 5 more.

TITAN: Bargender, Dan Osborne; need 2-4 more.

\*SECRET SIGN-UPS\*: Gunboat DIP (3?), STELLAR CONQUEST (0)

OTHER POSSIBILITIES: DARKOVER, GOD'S FIRE, JUNTA, KAMAKURA, PLANET MINERS.

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## THE BOTTOM LINE

This is BORIS THE SPIDER, a 'zine dedicated to the play of multiplayer games. BORIS is published the first or second Sunday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$12 in Canada, and \$18 overseas) or \$1 by E-mail via Genie or INET. A hardcopy sub will also include an E-mail sub. Make checks payable to "Paul R. Bolduc". BORIS can be reached at (904) 863-9081, INET BOLDUC@EGLIN.AF.MIL or PRBOLDUC@AOL.COM. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball or old-time TV, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing Ma Nar's recorded message.

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